

# Nick Varga

#301 – 1457 E 8<sup>th</sup> Ave  
Vancouver, B.C. V51T3  
(778) 835-9509  
[www.nickvarga.com](http://www.nickvarga.com)

## Highlight of Qualifications

- *Passionate about computer graphics and gaming.*
- *Eager to continuously learn about the many stages of production.*
- *Strong communication and interpersonal skills; relate great with coworkers.*
- *Self motivated, follow schedules and meets deadlines*  
*Professional, dedicated, efficient, and committed to producing quality work effectively and clearly*
- *Hard worker who likes a challenge*
- *Carry out multiple tasks or projects independently and as part of a team*
- *Able to think in 3D*
- *An understanding of form, shape, structure, and silhouette in regard to modeling*

## Software

Pixologic ZBrush  
Autodesk Maya  
Autodesk XSI  
Autodesk 3Ds Max  
Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects  
Adobe Premier  
Boujou  
Body Paint

## Employment history

- **Environment Artist/ Character Artist**

*CSPROMOD*

*<http://cspromod.com/>*

*January 2010 – Present*

- **Texture Artist**

*Moving Picture Company (MPC) Vancouver*

*A -Team, Mavericks*

*February 2010 – March*

- **Texture Artist**

*Nitrogen Studios*

*December 2008 – May 2009*

- **Environment Artist**

*United Front Games*

*June 2008 – October 2008*

## Education

- *Capilano University*

*Diploma 3D Animation*

*[www.gradshow.com](http://www.gradshow.com)*

## References:

### **MPC ( Moving Picture Company ) Vancouver :**

Pete Dionne  
CG Supervisor  
dionnep@moving-picture.com  
604-731-9694

Rebecca Melander  
Texturing Lead  
[Rebecca.melander@gmail.com](mailto:Rebecca.melander@gmail.com)  
[Rebecca-m@moving-picture.com](mailto:Rebecca-m@moving-picture.com)

### **Capilano University 3D Animation:**

Craig Simmons  
Animation Department Head  
[craig@gradshow.com](mailto:craig@gradshow.com)  
778 -833- 1676

*More references available on Request.*